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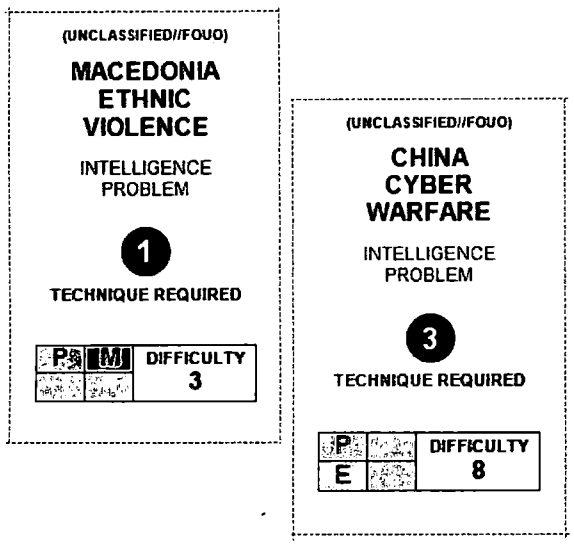
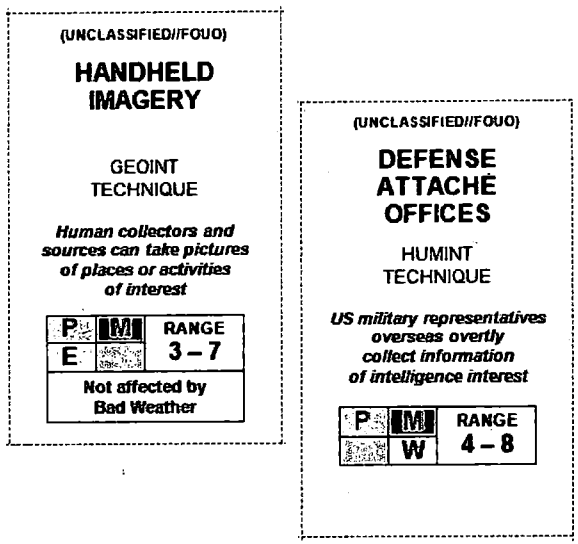
COLLECTION DECK

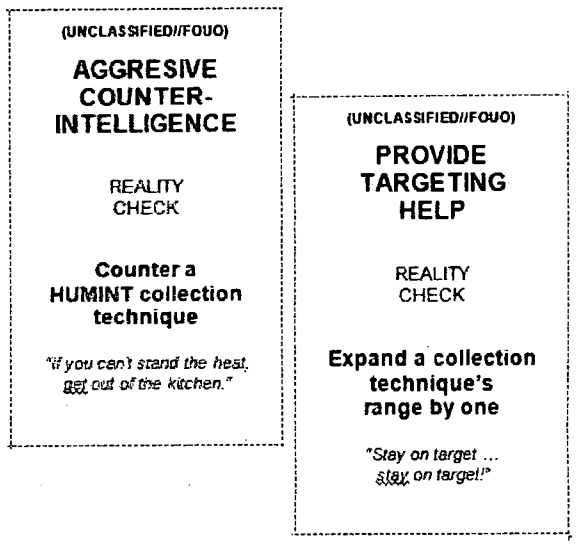
Collection Deck is a training game designed to teach about various collection capabilities. Students playing the game use cards representing various collection techniques to solve intelligence problems, but their efforts to do so may be hindered by other players using cards representing challenges or obstacles that analysts face when driving collection. Collection Deck has been described as a cross between classic card games like *Bridge*, *Hearts* and *Whist* and collectible card games like *Magic: the Gathering* and *Pokemon*.



Intelligence Problem Cards



Collection Technique Cards


(UNCLASSIFIED//FOUO)
AGGRESIVE COUNTER-INTELLIGENCE
REALITY CHECK
Counter a HUMINT collection technique
"If you can't stand the heat, get out of the kitchen."
(UNCLASSIFIED//FOUO)
PROVIDE TARGETING HELP
REALITY CHECK
Expand a collection technique's range by one
"Stay on target ... stay on target!"

Reality Check Cards

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COLLECTION DECK

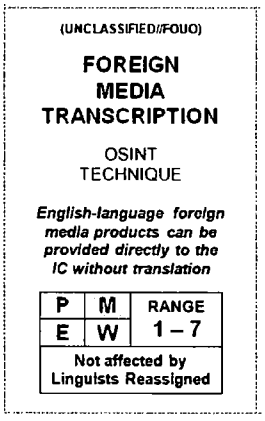
Game Instructions

PREMISE

Players use intelligence collection techniques to solve intelligence problems.

COMPONENTS

COLLECTION TECHNIQUE CARDS (66)

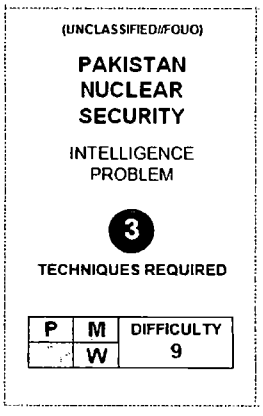


Each Collection Technique card lists the name of the technique as well as:

- What collection discipline it falls under: GEOINT, HUMINT, MASINT, OSINT, or SIGINT
- A description of the technique
- The types of intelligence aspects it can be used against: (P)olitical, (M)ilitary, (E)conomic, and (W)eapons
- The difficulty range of problems it can be used against

Some technique cards may have additional language if they are immune to certain reality cards or have restrictions on the kinds of intelligence problems they can be used against.

INTELLIGENCE PROBLEM CARDS (46)



Each Intelligence Problem card lists the name of the problem as well as:

- How many Collection Technique cards must be used to solve it (this is also how many points the card is worth)
- The intelligence aspects of the problem: (P)olitical, (M)ilitary, (E)conomic, and (W)eapons
- The problem's difficulty rating

REALITY CHECK CARDS (55)

Reality cards can have a positive effect or negative effect on a player's ability to use Collection Technique cards against an Intelligence Problem card, either by affecting some aspect of the cards or outright countering the card's use. There are a few special Reality Check cards:

Collection Manager Challenge: If a Collection Manager Challenge card is played against a player's Collection Technique card, the player has to provide an explanation of how that technique could *actually*

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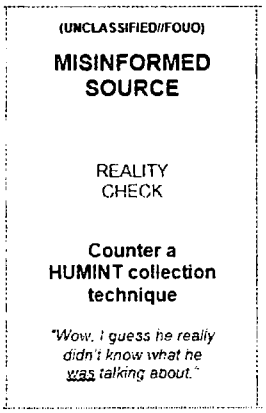
(UNCLASSIFIED//FOUO)
MISINFORMED SOURCE
REALITY CHECK
Counter a HUMINT collection technique
"Wow, I guess he really didn't know what he was talking about."

be used against the issue identified on the Intelligence Problem card in the real world. If the facilitator (in a facilitated game) or other players (in a non-facilitated game) find the explanation feasible, the challenge has been defeated and the Collection Management Challenge card is discarded. Otherwise, the Collection Management Challenge card counters the Collection Technique card, both are discarded, and the player must replace the Collection Technique card or end his turn.

Think Outside the Box: Players can use one of these cards to defeat any Reality Check card that another player uses against one of their Collection Technique cards, with the *exception* of Collection Manager Challenge.

INITIAL SETUP

Separate out the Intelligence Problem cards from the deck, and shuffle the remaining cards (Collection Technique and Reality Check cards) together. Deal seven cards from the Collection Technique / Reality Check deck to each player.

Place ten cards from the Intelligence Problem deck face up on the table between the players; this is known as **The Field.**

PLAYING THE GAME

Players will have in their hands some combination of Collection Technique and Reality Check cards. Players use their Collection Technique cards to solve Intelligence Problem cards on the Field, and can use their Reality Check cards to help them do so, or hinder their opponent's ability to do so.

However, not every Collection Technique card can be used against every Intelligence Problem card. In order to use a technique against a problem, the Collection Technique card has to meet two conditions.

1. The intelligence aspects listed on the Collection Technique card have to match at least one of the intelligence aspects listed on the Intelligence Problem card.

2. The range listed on the Collection Technique card has to cover the difficulty rating of the Intelligence Problem card.

Reality Check cards can be used to modify a technique or a problem to create matches that would otherwise not be possible.

The player who most recent talked with someone in a collection organization gets to go first.

PLAYER TURN

On their turn, each player or will announce which (if any) of the problems on The Field they want to solve, and Collection Technique cards and any Reality Check cards to do so. This is the player's **Collection Strategy**. A player can only target one Intelligence Problem card a turn, but should play as many collection techniques cards as they need to solve the problem (i.e. if it's a 2 point card, they should play two techniques). Players may also choose to pass and not target any problem, at which point it's the next player's turn.

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Once a player has played his Collection Strategy, the other players then have a chance to act as "the system" and try and disrupt the strategy. Up to three cards can be played by all the other players combined to disrupt the played Collection Strategy. After each disruption attempt, the player whose turn it is has the opportunity to respond to the disruption by either playing his own Reality Check cards or replacing a countered Collection Technique card with another one from his hand. Countered techniques and associated Reality Check cards are placed in the discard pile; Reality Check cards which are used to modify an Intelligence Problem card stay on the Field until the Intelligence Problem is solved.

If the player still has an intact collection strategy after all disruption attempts have been made (or if none of the other players attempt to disrupt his strategy), the player keeps the Intelligence Problem card, and counts the number of techniques required to solve the problem (as identified on the Intelligence Problem card) towards his point total. Play then continues to the next player. If a player is unable to respond to a disruption attempt, his turn is over and play continues to the next player.

When a player is trying to solve a problem that requires multiple techniques, his turn may end with some Collection Technique cards still being on the Field but not enough to solve the problem. In this case, the non-countered Collection Technique cards stay associated with that Intelligence Problem card on the Field, and other players can opt to solve the problem by adding their own Collection Technique cards to complete the Collection Strategy on their turn.

STARTING A NEW ROUND

Play continues around the table until all players have determined there is nothing else they can do. This ends the round. Before the next round starts:

- If there are less than ten cards on The Field, place additional cards from the Intelligence Problem deck on the table until there are ten.
- Any player who has cards left over can discard any unused cards that they don't want for the next round.
- After all players have discarded unwanted cards, deal cards to each player so they are back up to a hand of seven cards.

The next round starts with the player who went second in the last round.

LATE ARRIVALS RULE

Players who want to join in the middle of a game are welcome to do so, but have to wait until a new round to do so. At the beginning of a new round, they are dealt seven cards and can join the game.

SELF-DEFEATIST RULE

Players may not play Reality Check cards to counter their *own* Collection Technique cards or otherwise defeat their own collection strategies (e.g. in an attempt to get rid of cards).

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VICTORY

The game ends when one of the players solves 10 points worth of intelligence problems, or until everyone has had enough and wants to go do something else.

VARIANT RULES

TEAM PLAY

Players play in teams of two or three people, with three to five teams per game; each team gets only one set of cards and play as if they were a single player, but should discuss and come to agreement on each move.

HARDCORE

Remove all the *Collection Manager Challenge* cards (12) from the deck. **Every** time a player plays a Collection Technique card against an Intelligence Problem card, the player must explain to the satisfaction of the facilitator or other players how that technique could actually be used against the issue identified on the Intelligence Problem card in the real world.

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(b)(3)

Collection Deck Technique Cards

Updated June 2016 (v6.1)

Geospatial Intelligence Cards (15)

Technique	Description
Airborne Imagery	(b)(3) Piloted and unmanned aircraft carry a variety of imagery sensors, providing unique access to targets
	(b)(1) (b)(3)
Commercial Multispectral Imagery	(b)(3) Commercial collection of color and the non-visible spectrum (e.g. near-infrared)
Commercial Panchromatic Imagery	(b)(3) Private companies collect medium and high resolution black and white imagery
	(b)(1) (b)(3)
Handheld Imagery	(b)(3) Human collectors and sources can take pictures of places or activities of interest
	(b)(1) (b)(3)
	(b)(3)

(b)(3) (b)(5)

(b)(3)

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(b)(3)

Open Surveillance Imagery Collection	Low elevation angle imagery may defeat satellite warning programs	(b)(3)
Vibrometry	This geospatial analytic technique uses radar to detect vibrating targets, like operating machinery	(b)(3)

Human Intelligence Cards (18)

Technique	Description	
		(b)(3) (b)(3) (b)(3)
Defense Attaché Offices	US military representatives overseas overtly collect information of intelligence interest	(b)(3)
Document and Media Exploitation	Captured documents and electronic media can provide many intelligence insights	(b)(3)
		(b)(1)3) (b)(3)
Foreign Material Exploitation	The acquisition of foreign equipment or technology for intelligence purposes	(b)(3)
		(b)(1)3) (b)(3)
Homeland Security Fusion Centers	FBI and DHS work closely with state and local authorities across the US	(b)(3)
Leadership Debriefing	Analysts can debrief other USG employees to find out unreported information	(b)(3)
Legal Attaché Offices	FBI representatives overseas interact with foreign police and investigative services	(b)(3)
Non-Title 50 Agencies	US agencies that are not funded by the intelligence budget can provide useful foreign information	(b)(3)
State Department	US diplomats overseas encounter information of interest in the course of their normal duties	(b)(3)

(b)(3)

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(b)(3)

	(b(b)(3) (b)(3)
Tactical Military HUMINT	Deployed US combat forces can provide excellent access to "ground" intelligence (b)(3)

Measurement and Signature Intelligence Cards (8)

Technique	Description
Biometrics	The collection of characteristics in order to identify a specific person or group of people (b)(3)
	(b)(1) (b)(3)

Open Source Intelligence Cards (11)

Technique	Description
Analytic Outreach	Analysts can tap into the insights of US academics and other experts through outreach (b)(3)
	(b)(3)
	(b)(1) (b)(3)
Commercial Databases	IC agencies subscribe to databases with data on foreign companies and transactions (b)(3)
Contract Open Source Exploitation	Contractors can be hired to exploit open sources (b)(3)

(b)(3)

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(b)(3)

Foreign Media Transcription	English-language foreign media products can be provided directly to the IC without translation
Foreign Media Translation	The translation of openly available foreign media sources like newspapers, radio and TV broadcasts
Gray Literature	Foreign open sources that are unclassified, but hard to get to, like school textbooks or military brochures
Internet	Analysts with internet access can do their own research into open source material
National Virtual Translation Center	This organization provides translation services
Wire Services	Many analysts rely on the timely reporting of services like AP, AFP and Reuters

Signals Intelligence Cards (14)

Technique	Description
COMINT Mapping	This technique uses satellites to geolocate foreign transmissions
Computer Network Exploitation	Accessing a foreign computer system remotely or through physical access
Overhead COMINT	Satellites monitor and collect foreign voice and data communications
Overhead ELINT	Satellites collect and classify signals from radar and electronic warfare systems
Overhead FISINT	Satellites collect data transmissions (telemetry) associated with testing military systems

(b)(1)3)
(b)(3)

(b)(3)

(b)(3)

(b)(1)3)
(b)(3)

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(b)(3)

Tactical Military SIGINT		US military forces deploy with their own SIGINT capabilities that can sometimes be leveraged

(b)(1)
(b)(3)
(b)(3)

(b)(3)

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(b)(3)
(b)(1)

IMAGERY

GEOINT TECHNIQUE

RANGE 4 – 10

GEOINT (SATELLITE) TECHNIQUE

RANGE 4 – 8
W
Not affected by Satellite Warning

GEOINT (SATELLITE) TECHNIQUE

RANGE 5 – 10
W
Not affected by Bad Weather

GEOINT (SATELLITE) TECHNIQUE

P
E
RANGE 1 – 7
Not affected by Competition or Satellite Warning

(b)(1)

(b)(3)
(b)(1)

HANDHELD IMAGERY

GEOINT (SATELLITE) TECHNIQUE

Private companies collect medium and high resolution black and white imagery

P
E
RANGE 1 – 7
Not affected by Competition or Satellite Warning

GEOINT (SATELLITE) TECHNIQUE

RANGE 5 – 10
W
Not affected by Bad Weather

GEOINT TECHNIQUE

Human collectors and sources can take pictures of places or activities of interest

P
E
RANGE 3 – 7
Not affected by Bad Weather

GEOINT (SATELLITE) TECHNIQUE

(b)(1)

RANGE 3 – 9
E
W

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COLLECTION DECK

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(b)(3)
(b)(1)

GEOINT (SATELLITE) TECHNIQUE

P		RANGE
E	W	3 – 10

GEOINT (SATELLITE) TECHNIQUE

		RANGE
	W	5 – 10

Not affected by Denial and Deception

GEOINT (SATELLITE) TECHNIQUE

		RANGE
E	W	3 – 10

Not affected by Bad Weather

(b)(1)

GEOINT (SATELLITE) TECHNIQUE

		RANGE
E	W	3 – 10

(b)(3)
(b)(1)
(b)(1)

GEOINT (SATELLITE) TECHNIQUE

P		RANGE
E		1 – 7

Not affected by Competition or Satellite Warning

GEOINT (SATELLITE) TECHNIQUE

		RANGE
	W	5 – 10

Not affected by Satellite Warning

GEOINT (SATELLITE) TECHNIQUE

		RANGE
E	W	5 – 10

Not affected by Bad Weather

HUMINT TECHNIQUE

(b)(1)
(b)(1)

P		RANGE
E	W	5 – 9

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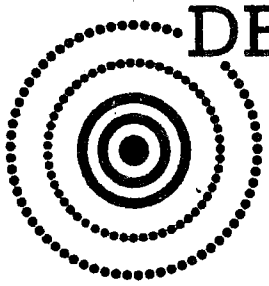
COLLECTION DECK



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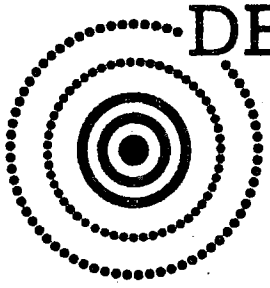

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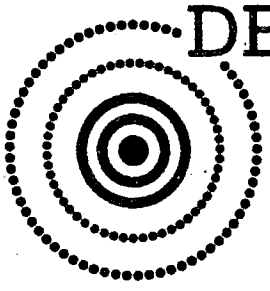

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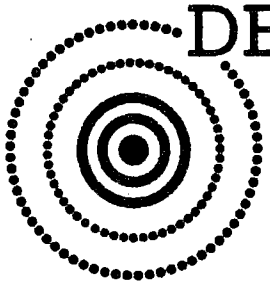

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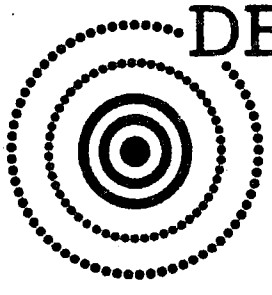

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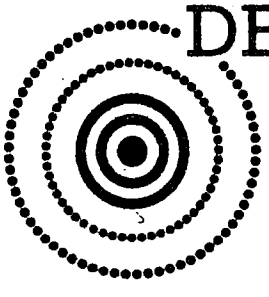

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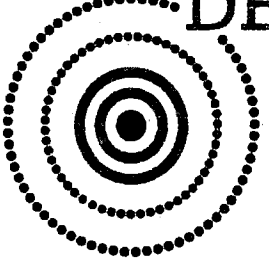

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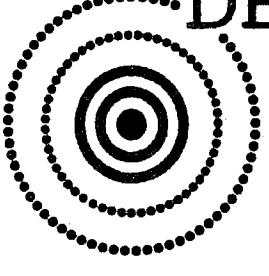

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(b)(3)
(b)(1)

HUMINT TECHNIQUE

P	M	RANGE
E	W	7 – 10

HUMINT TECHNIQUE

P		RANGE
E		5 – 8

Not affected by Persona Non-Grata

HUMINT TECHNIQUE

P		RANGE
E	W	7 – 10

DEFENSE ATTACHÉ OFFICES

HUMINT TECHNIQUE

US military representatives overseas overtly collect information of intelligence interest

(b)(1)

P	M	RANGE
	W	4 – 8

(b)(3)
(b)(1)

DOCUMENT AND MEDIA EXPLOITATION

HUMINT TECHNIQUE

Captured documents and electronic media can provide many intelligence insights

P	M	RANGE
		4 – 8

Not affected by Persona Non-Grata

HUMINT TECHNIQUE

	M	RANGE
	W	5 – 9

HUMINT TECHNIQUE

	M	RANGE
	W	5 – 9

Not affected by Persona Non-Grata

FOREIGN MATERIAL EXPLOITATION

HUMINT TECHNIQUE

The acquisition of foreign equipment or technology for intelligence purposes

(b)(1)

	M	RANGE
	W	3 – 7

Not affected by Persona Non-Grata or Misinformed Source

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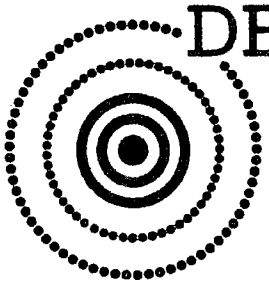
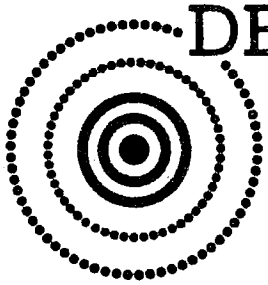
COLLECTION DECK



COLLECTION DECK

COLLECTION DECK



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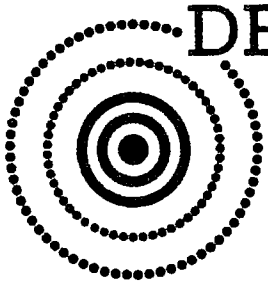

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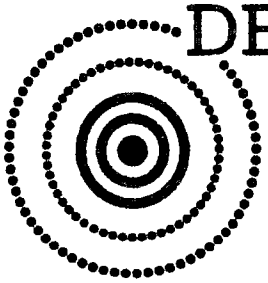

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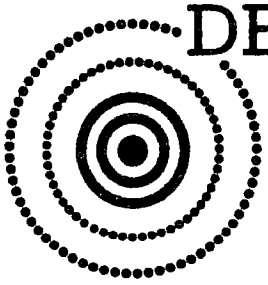

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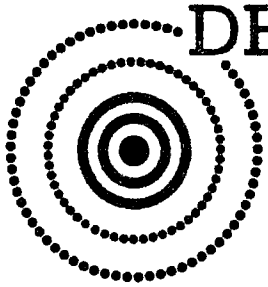

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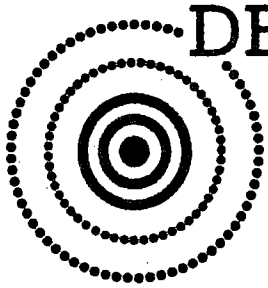

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(b)(1)
(b)(3)

HUMINT TECHNIQUE

The debriefing of US DOD personnel who interact with foreign entities or activities of interest

P	[redacted]	RANGE 2 – 6
[redacted]		

Not affected by Persona Non-Grata

HOMELAND SECURITY FUSION CENTERS

HUMINT TECHNIQUE

FBI and DHS work closely with state and local authorities across the US

P	[redacted]	RANGE 2 – 6
[redacted]	W	

Not affected by Persona Non-Grata

LEADERSHIP DEBRIEFING

HUMINT TECHNIQUE

P	M	RANGE 2 – 8
E	W	

Not affected by No Exploitation Resources or Persona Non-Grata

LEGAL ATTACHÉ OFFICES

HUMINT TECHNIQUE

FBI representatives overseas interact with foreign police and investigative services

P	[redacted]	RANGE 3 – 7
[redacted]		

(b)(3)
(b)(1)

NON-TITLE 50 AGENCIES

HUMINT TECHNIQUE

US agencies that are not funded by the intelligence budget can provide useful foreign information

P	[redacted]	RANGE 1 – 6
E	[redacted]	

Not affected by Persona Non-Grata

STATE DEPARTMENT

HUMINT TECHNIQUE

US diplomats overseas encounter information of interest in the course of their normal duties

P	[redacted]	RANGE 1 – 6
E	[redacted]	

HUMINT TECHNIQUE

[redacted]	M	RANGE 6 – 9
[redacted]	W	

HUMINT TECHNIQUE

(b)(1)

[redacted]	[redacted]	RANGE 6 – 9
[redacted]	W	

~~TOP SECRET~~

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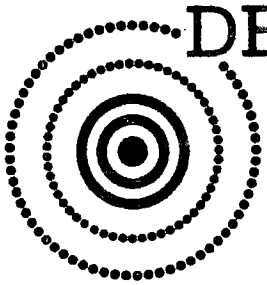

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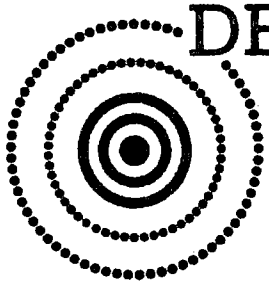

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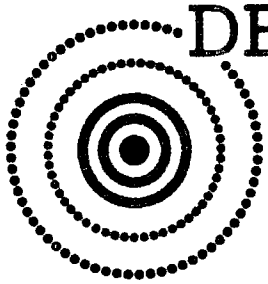

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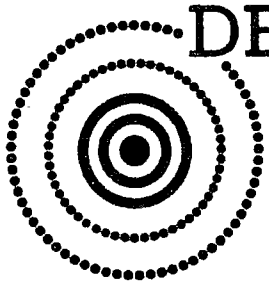

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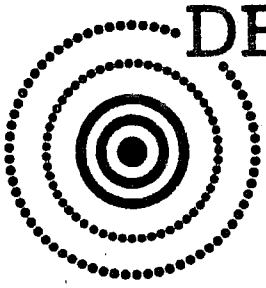

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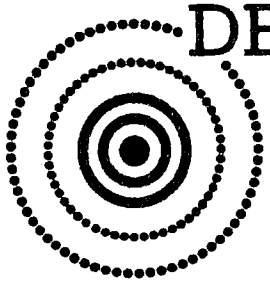

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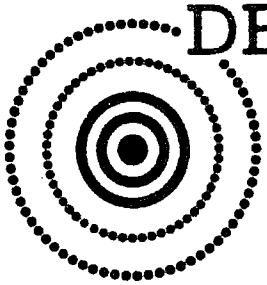

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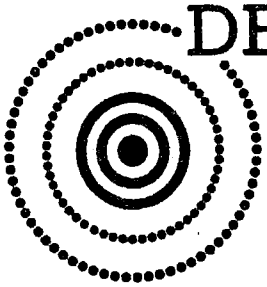

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(b)(3)
(b)(1)

TACTICAL MILITARY HUMINT

HUMINT TECHNIQUE

Deployed US combat forces can provide excellent access to "ground" intelligence

	M	RANGE 3 – 6

Not affected by Persona Non-Grata

BIOMETRICS

MASINT TECHNIQUE

The collection of characteristics in order to identify a specific person or group of people

P	M	RANGE 6 – 10
	W	

MASINT TECHNIQUE

	M	RANGE 7 – 10
	W	

MASINT TECHNIQUE

(b)(1)

		RANGE 5 – 10
	W	

Can only target missile problems

(b)(3)
(b)(1)

MASINT TECHNIQUE

		RANGE 5 – 10
	W	

Can only target missile problems

MASINT TECHNIQUE

	M	RANGE 5 – 10
	W	

Can only target problems in Eurasia, Middle East, or Asia

MASINT TECHNIQUE

		RANGE 5 – 10
	W	

Can only target nuclear problems

MASINT TECHNIQUE

(b)(1)
(b)(1)

		RANGE 4 – 8
	W	

Can only target nuclear or chemical problems

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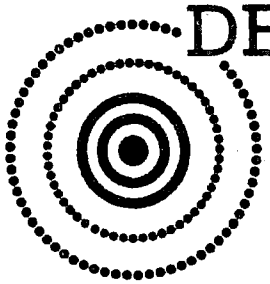

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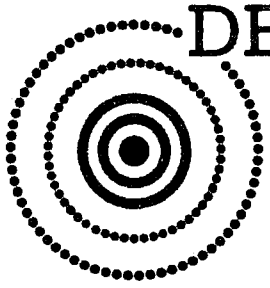

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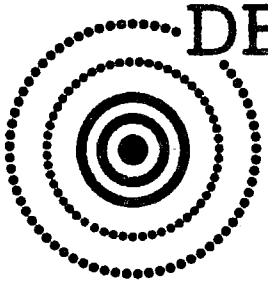

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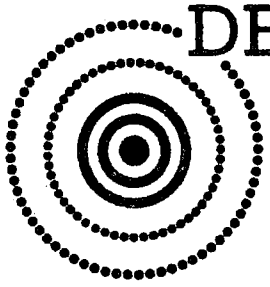

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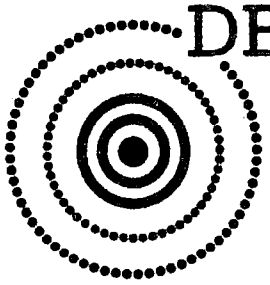

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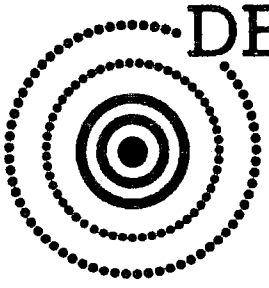

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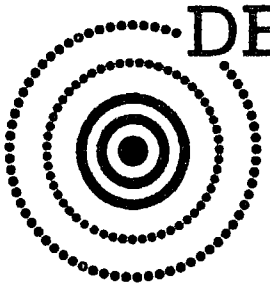

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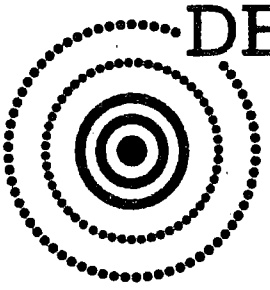

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(b)(3)
(b)(1)

MASINT
TECHNIQUE

(b)(1)

		RANGE
	W	5 – 10

Can only target missile problems

ANALYTIC OUTREACH

OSINT
TECHNIQUE

Analysts can tap into the insights of US academics and other private experts

P	M	RANGE
E		1 – 7

Not affected by Media Blackout, Competition, Linguists Reassigned, or No Exploitation Resources

OSINT
TECHNIQUE

(b)(1)

P	M	RANGE
E		4 – 8

Not affected by Linguists Reassigned or Media Blackout

OSINT
TECHNIQUE

(b)(1)

P	M	RANGE
E		1 – 7

Not affected by Media Blackout, Competition, Linguists Reassigned, or No Exploitation Resources

(b)(3)

COMMERCIAL DATABASES

OSINT
TECHNIQUE

IC agencies subscribe to databases with public data on foreign companies and transactions

P		RANGE
E		1 – 7

Not affected by Linguists Reassigned or Media Blackout

CONTRACT OPEN SOURCE EXPLOITATION

OSINT
TECHNIQUE

Contractors can be hired to exploit open sources

P	M	RANGE
E	W	4 – 8

Not affected by Linguists Reassigned or No Exploitation Resources

FOREIGN MEDIA TRANSCRIPTION

OSINT
TECHNIQUE

English-language foreign media products can be provided directly to the IC without translation

P	M	RANGE
E	W	1 – 7

Not affected by Linguists Reassigned

FOREIGN MEDIA TRANSLATION

OSINT
TECHNIQUE

The translation of openly available foreign media sources like newspapers, radio and TV broadcasts

P	M	RANGE
E	W	1 – 7

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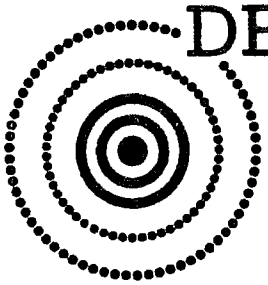

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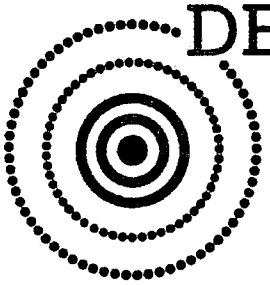

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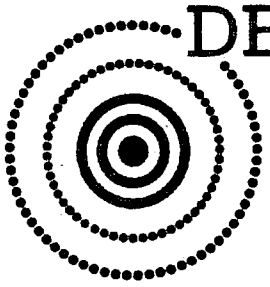

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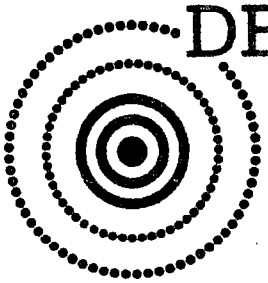

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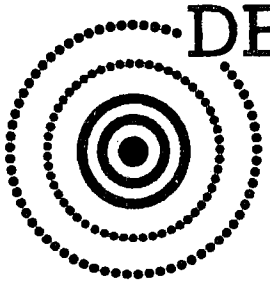

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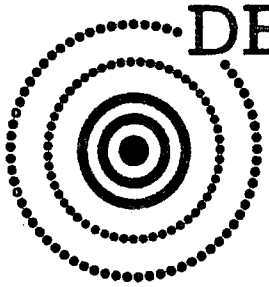

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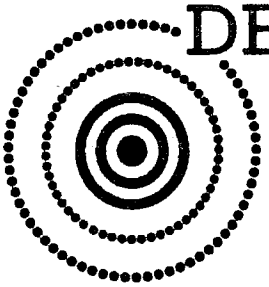

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(b)(3)

GRAY LITERATURE

OSINT TECHNIQUE

Foreign open sources that are unclassified, but hard to get, like school textbooks or military brochures

P	M	RANGE
E	W	4 – 8

Not affected by Media Blackout

INTERNET

OSINT TECHNIQUE

Analysts can do their own open source research

P	M	RANGE
E	W	1 – 7

Not affected by Competition, Internal Politics, Red Tape, Linguists Reassigned, or No Exploitation Resources

NATIONAL VIRTUAL TRANSLATION CENTER

OSINT TECHNIQUE

This organization provides translation services

P	M	RANGE
E	W	3 – 7

Not affected by Linguists Reassigned

WIRE SERVICES

OSINT TECHNIQUE

Services like AP and Reuters can provide timely reporting

P	M	RANGE
E	W	1 – 7

Not affected by Competition, Internal Politics, Red Tape, Linguists Reassigned, or No Exploitation Resources

(b)(3)

(b)(1)

SIGINT TECHNIQUE

P	M	RANGE
	W	7 – 10

SIGINT TECHNIQUE

	M	RANGE
	W	5 – 8

Not affected by Linguists Reassigned or Encryption

COMINT MAPPING

SIGINT (SATELLITE) TECHNIQUE

Satellites can geolocate foreign transmissions

	M	RANGE
	W	4 – 10

Not affected by Linguists Reassigned or Encryption

COMPUTER NETWORK EXPLOITATION

SIGINT TECHNIQUE

Accessing a foreign computer system remotely or through physical access

P	M	RANGE
E	W	5 – 9

(b)(1)

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(b)(3)

(b)(1)

SIGINT TECHNIQUE

SIGINT TECHNIQUE

SIGINT (SATELLITE) TECHNIQUE

OVERHEAD COMINT

SIGINT (SATELLITE) TECHNIQUE

Satellites monitor and collect foreign voice and data communications

P	M	RANGE
E	W	4 – 10

P	M	RANGE
	W	7 – 10

P	M	RANGE
E	W	4 – 10

P	M	RANGE
E	W	4 – 10

(b)(3)

(b)(1)

OVERHEAD ELINT

SIGINT (SATELLITE) TECHNIQUE

Satellites collect signals from radar and electronic warfare systems

	M	RANGE
	W	4 – 10

Not affected by Linguists Reassigned or Encryption

OVERHEAD FISINT

SIGINT (SATELLITE) TECHNIQUE

Satellites collect data transmissions (telemetry) associated with testing military systems

	M	RANGE
	W	4 – 10

Not affected by Linguists Reassigned

SIGINT TECHNIQUE

P	M	RANGE
	W	4 – 10

Not affected by Linguists Reassigned

SIGINT TECHNIQUE

(b)(1)

P	M	RANGE
		5 – 8

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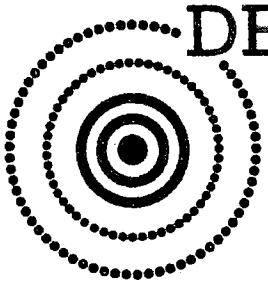

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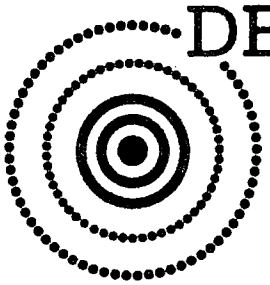

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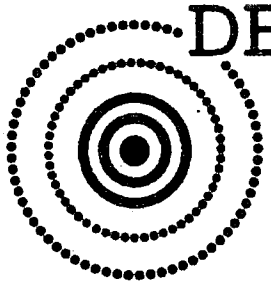

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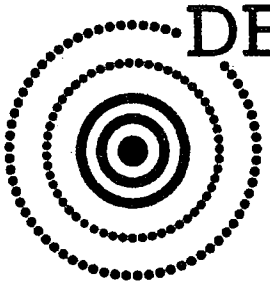

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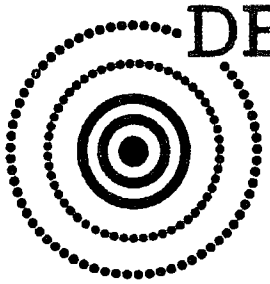

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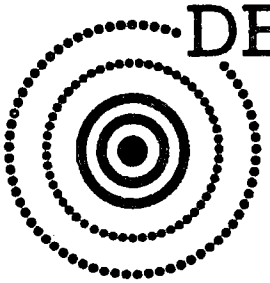

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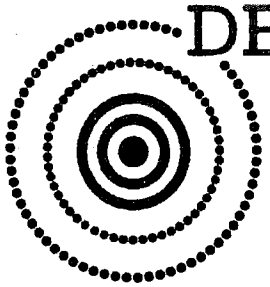

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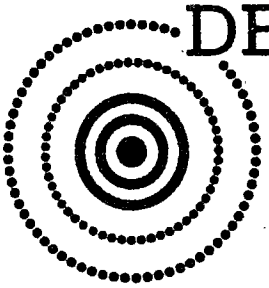

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TOP SECRET

[redacted]

[redacted]

SIGINT
TECHNIQUE

[redacted]

P	M	RANGE
E	W	7 – 9

TACTICAL MILITARY SIGINT

SIGINT
TECHNIQUE

US military forces deploy with their own SIGINT capabilities that can sometimes be leveraged by national IC analysts

[redacted]	M	RANGE
[redacted]	[redacted]	3 – 7

[redacted] (b)(3)

AGGRESIVE COUNTER-INTELLIGENCE (b)(1)

REALITY
CHECK

(b)(1)

Counter a HUMINT collection technique

"If you can't stand the heat, get out of the kitchen."

[redacted]

PERSONA NON GRATA

REALITY
CHECK

Counter a HUMINT collection technique

"Your presence is no longer required."

[redacted]

MISINFORMED SOURCE

REALITY
CHECK

Counter a HUMINT collection technique

"Wow, I guess he really didn't know what he was talking about."

[redacted]

BAD WEATHER

REALITY
CHECK

Counter a GEOINT collection technique

"Well, Bill, it looks like another stormy day!"

[redacted] (b)(3)

SATELLITE WARNING

REALITY
CHECK

Counter a satellite-based GEOINT collection technique

"Let's give a hand to all those amateur satellite watchers!"

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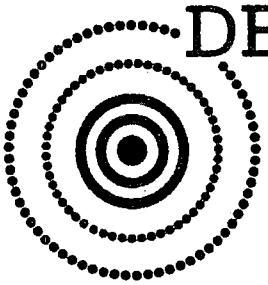

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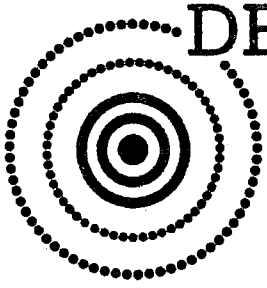

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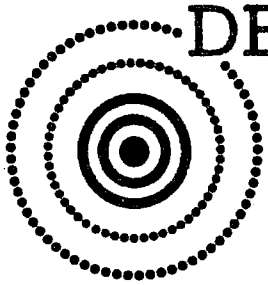

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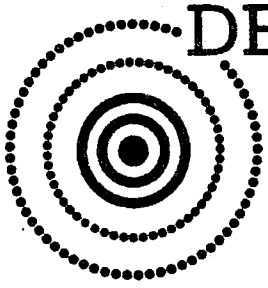

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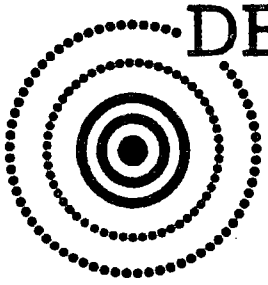

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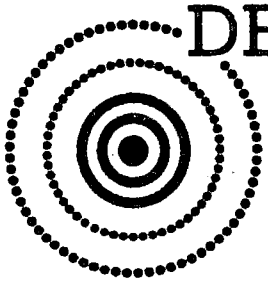

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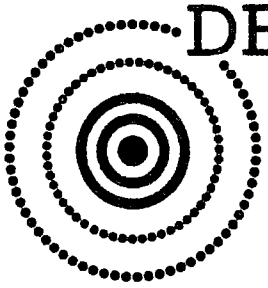

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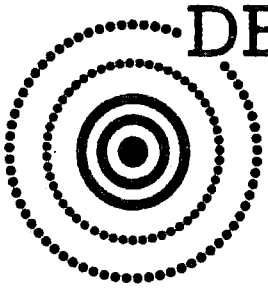

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(b)(3)

SATELLITE FAILURE

REALITY CHECK

Counter a satellite-based GEOINT or SIGINT collection technique

"How much did we pay for this thing again?"

GROUND STATION FAILURE

REALITY CHECK

Counter a satellite-based GEOINT or SIGINT collection technique

"The satellite is working, we just can't talk to it."

CORRUPT SIGNATURE DATABASE

REALITY CHECK

Counter a MASINT collection technique

"Did you try rebooting?"

ENCRYPTION

REALITY CHECK

Counter a SIGINT collection technique

"Xcvx a2sdf rf436 78~>/a."

(b)(3)

LINGUISTS REASSIGNED

REALITY CHECK

Counter a SIGINT or OSINT collection technique

"Chinese isn't really all that different from Russian."

DISINFORMATION CAMPAIGN

REALITY CHECK

Counter an OSINT collection technique

"But you know that I know that you know that I know, so … "

CUSTOMER BIAS

REALITY CHECK

Counter an OSINT collection technique

"We pay you to find out secrets, not to read the paper! "

MEDIA BLACKOUT

REALITY CHECK

Counter an OSINT collection technique

"I'm sorry, our offices are currently closed. "

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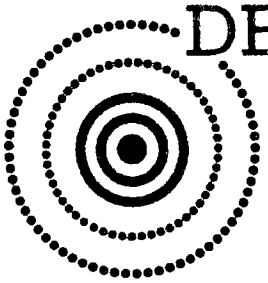

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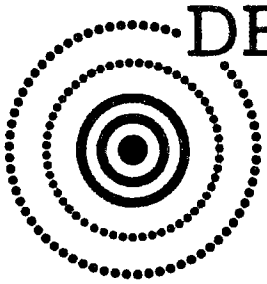

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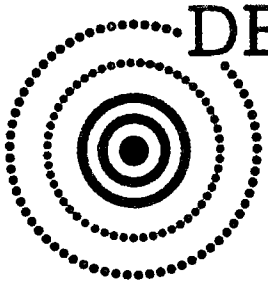

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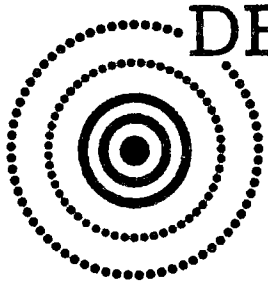

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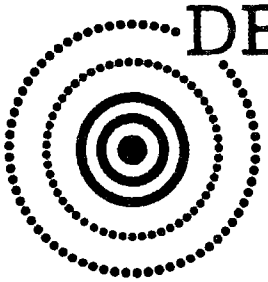

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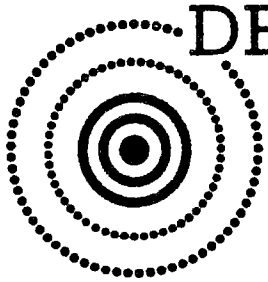

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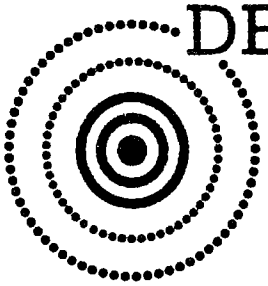

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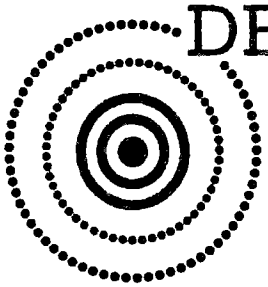

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[redacted]

COMPARTMENTED

REALITY CHECK

Counter a non-OSINT collection technique

"You're no longer cleared for that information."

[redacted]

DENIAL AND DECEPTION

REALITY CHECK

Counter a non-MASINT collection technique

"These are not the droids you are looking for."

[redacted]

NO EXPLOITATION RESOURCES

REALITY CHECK

Counter any collection technique

"I'm sorry, we just don't have time to look at that for you."

[redacted]

COMPETITION

REALITY CHECK

Counter any collection technique

"Sometimes the free market isn't fair."

(b)(3)

[redacted]

RED TAPE

REALITY CHECK

Counter any collection technique

"No, bureaucracy isn't always your friend."

[redacted]

INTERNAL POLITICS

REALITY CHECK

Counter any collection technique

"Trust me, you don't want to get involved."

[redacted]

HARD TARGET

REALITY CHECK

Increase difficulty of an intelligence problem by one

"They've gone to ground."

[redacted]

HARD TARGET

REALITY CHECK

Increase difficulty of an intelligence problem by one

"They've gone to ground

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REALLY HARD TARGET

REALITY CHECK

Increase difficulty of an intelligence problem by two

"It's like they never existed!"

SOFT TARGET

REALITY CHECK

Decrease difficulty of an intelligence problem by one

"Open doors are meant to be walked through."

SOFT TARGET

REALITY CHECK

Decrease difficulty of an intelligence problem by one

"Open doors are meant to be walked through."

REALLY SOFT TARGET

REALITY CHECK

Decrease difficulty of an intelligence problem by two

"Wow, it's like they want us to know what they're doing!"

(b)(3)

UPDATE INTELLIGENCE REQUIREMENTS

REALITY CHECK

Expand a collection technique's range by one

"Sometimes, the system works."

COORDINATE REQUIREMENTS ACROSS IC

REALITY CHECK

Expand a collection technique's range by one

"Embrace the power of the people."

WORKING GROUP MEETING

REALITY CHECK

Expand a collection technique's range by one

"If we just put everyone in one room ... "

PROVIDE TARGETING HELP

REALITY CHECK

Expand a collection technique's range by one

"Stay on target ... stay on target!"

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(b)(3)

PROVIDE FUNDING TO A COLLECTOR

REALITY CHECK

Expand a collection technique's range by one

"Money makes the world go round."

SUPPORT FROM IC LEADERSHIP

REALITY CHECK

Expand a collection technique's range by one

"It helps to have friends in high places."

GOOD JUSTIFICATION

REALITY CHECK

Expand a collection technique's range by one

"Sometimes, it just takes a little convincing."

LEVERAGE PERSONAL RELATIONSHIP

REALITY CHECK

Expand a collection technique's range by one

"Hi, Bob!"

(b)(3)

PROVIDE FEEDBACK

REALITY CHECK

Expand a collection technique's range by one

"You like me!
You really like me!"

ROTATION TO A COLLECTOR

REALITY CHECK

Expand a collection technique's range by one

"Walk a mile in my shoes someday."

THINK OUTSIDE THE BOX

REALITY CHECK

Counter any other Reality Check card except Collection Manager Challenge

"Some rules are meant to be broken."

THINK OUTSIDE THE BOX

REALITY CHECK

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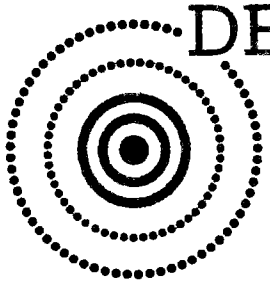

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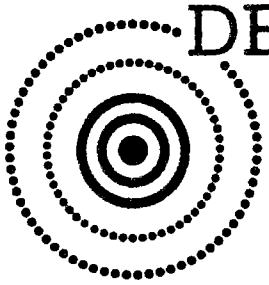

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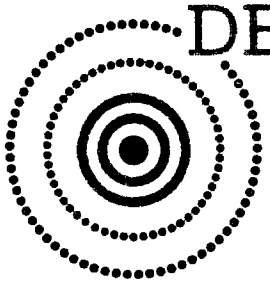

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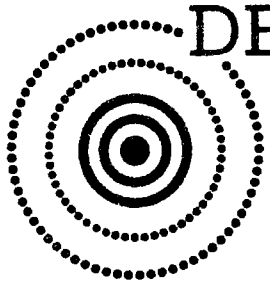

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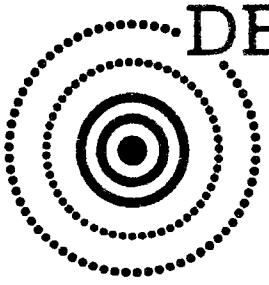

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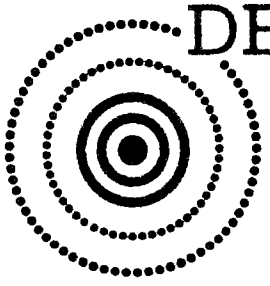

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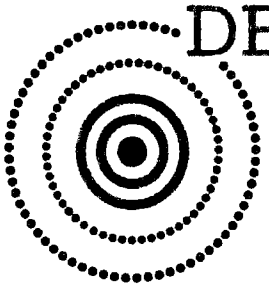

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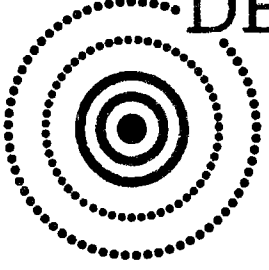

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THINK OUTSIDE THE BOX

REALITY CHECK

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COLLECTION MANAGER CHALLENGE

REALITY CHECK

Player must explain how the technique would be used against the problem

"You want to WHAT?!"

COLLECTION MANAGER CHALLENGE

REALITY CHECK

Player must explain how the technique would be used against the problem

"You want to WHAT?!"

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COLLECTION MANAGER CHALLENGE

REALITY CHECK

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"You want to WHAT?!"

COLLECTION MANAGER CHALLENGE

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COLLECTION MANAGER CHALLENGE

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"You want to WHAT?!"

(b)(3)

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COLLECTION MANAGER CHALLENGE

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COLLECTION MANAGER CHALLENGE

REALITY CHECK

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"You want to WHAT?!"

NORTH KOREA NUCLEAR TALKS

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

P	M	DIFFICULTY
	W	7

[redacted]

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

P		DIFFICULTY
E		6

(b)(3)

PAKISTAN NUCLEAR SECURITY

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

P	M	DIFFICULTY
	W	9

IRAN MISSILE TESTING

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

	M	DIFFICULTY
	W	7

CHINA MISSILE TESTING

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

	M	DIFFICULTY
	W	7

[redacted]

IRAN CHEMICAL WEAPON PROGRAM

INTELLIGENCE PROBLEM

3

TECHNIQUE REQUIRED

	M	DIFFICULTY
	W	4

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(b)(3)

SYRIA POLITICAL UNREST

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

P	M	DIFFICULTY
		5

RUSSIA INTELLIGENCE ACTIVITIES

INTELLIGENCE PROBLEM

3

TECHNIQUE REQUIRED

P	M	DIFFICULTY
		8

CHINA CYBER WARFARE

INTELLIGENCE PROBLEM

3

TECHNIQUE REQUIRED

P		DIFFICULTY
E		8

CHINA COUNTERSPACE CAPABILITIES

INTELLIGENCE PROBLEM

3

TECHNIQUE REQUIRED

	M	DIFFICULTY
	W	6

(b)(3)

ISIS LEADERSHIP

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

P	M	DIFFICULTY
		9

TALIBAN RESURGENCE

INTELLIGENCE PROBLEM

3

TECHNIQUES REQUIRED

P	M	DIFFICULTY
E		7

AFGHANISTAN OPIUM NETWORK

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
E		7

IRAQ INSTABILITY

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
		8

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(b)(3)
(b)(1)

ISRAEL PALESTINIAN CONFLICT

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
E		6

RUSSIA GEORGIA CONFLICT

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
		6

INDIA MISSILE PROGRAM

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

	M	DIFFICULTY
	W	7

[redacted]

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

	M	DIFFICULTY
	W	8

(b)(3)
(b)(1)

[redacted]

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P		DIFFICULTY
	W	8

CASPIAN ENERGY CRISIS

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
E		6

AL-SHABAAB ATTACKS IN KENYA

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
		5

UAE REFORM CRACKDOWN

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
		5

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(b)(3)
(b)(1)

[redacted]

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

	M	DIFFICULTY
	W	5

HIZBALLAH WEAPON ACQUISITION

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

	M	DIFFICULTY
E		6

RUSSIA NUCLEAR WEAPON DESIGN

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

	M	DIFFICULTY
	W	9

KURD ACTIVISM IN TURKEY

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P		DIFFICULTY
E		4

(b)(3)

[redacted]

RUSSIA DEFENSE REFORM

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
	W	7

[redacted]

EGYPT ISLAMIST POLITICAL PARTIES

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P		DIFFICULTY
		4

[redacted]

RUSSIA MILITARY SALES

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P	M	DIFFICULTY
E	W	7

[redacted]

VENEZUELA FOREIGN POLICY

INTELLIGENCE PROBLEM

2

TECHNIQUES REQUIRED

P		DIFFICULTY
E		6

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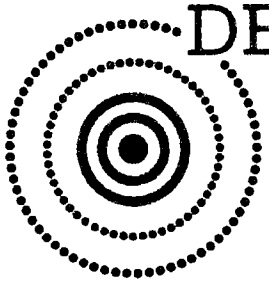

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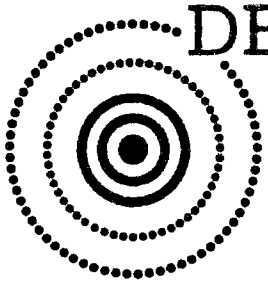

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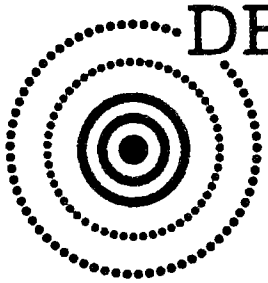

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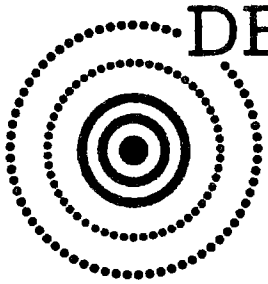

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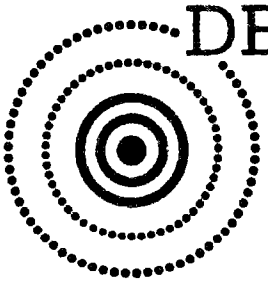

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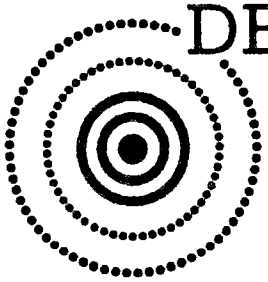

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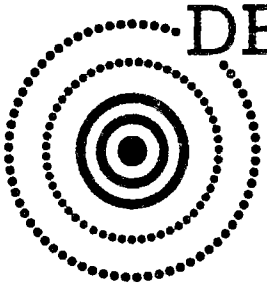

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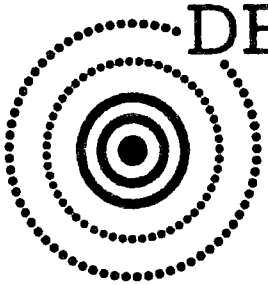

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(b)(3)

BOLIVIA ECONOMIC REFORM

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		4

CHINA TAIWAN POSTURING

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P	M	DIFFICULTY
		5

WEAPONIZED UAV PROLIFERATION

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

	M	DIFFICULTY
E	W	7

G-8 SUMMIT

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		4

(b)(3)

EUROPE CRIME AND CORRUPTION

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		6

GLOBAL WARMING SUMMIT

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		3

INDONESIA TSUNAMI

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		4

IRAQ OIL INFRASTRUCTURE

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

	M	DIFFICULTY
E		5

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(b)(3)
(b)(3)
(b)(1)

[redacted]

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		5

[redacted]

MACEDONIA ETHNIC VIOLENCE

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P	M	DIFFICULTY
		3

[redacted]

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
		4

[redacted]

CHINA YUAN REVALUATION

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		5

(b)(3)
(b)(3)
(b)(1)

[redacted]

ATROCITIES IN DARFUR

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P	M	DIFFICULTY
		5

[redacted]

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P		DIFFICULTY
E		4

[redacted]

SYRIA CHEMICAL WEAPON TESTING

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

	M	DIFFICULTY
	W	8

[redacted]

ZIMBABWE UNREST

INTELLIGENCE PROBLEM

1

TECHNIQUE REQUIRED

P	M	DIFFICULTY
		5

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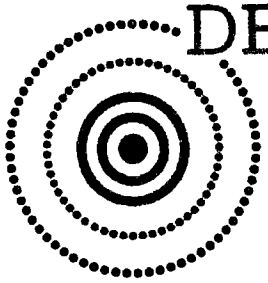

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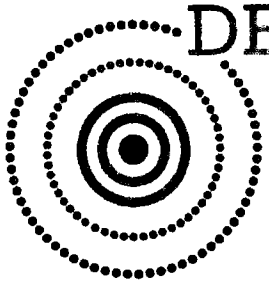

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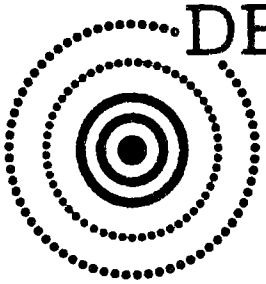

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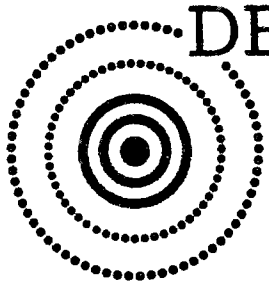

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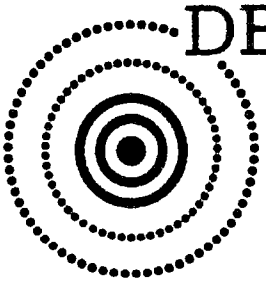

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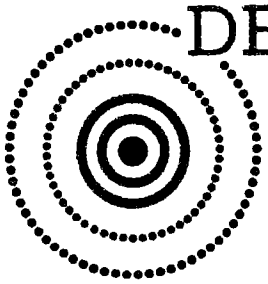

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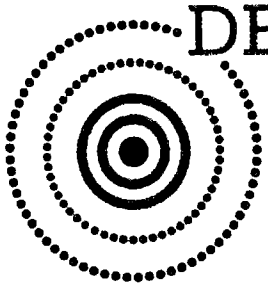

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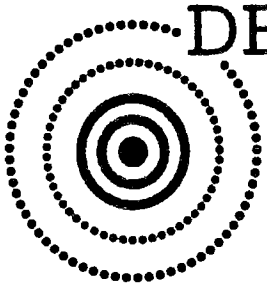

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